

SCOOBY-DOO AND GUESS WHO?

"SIMONE ALONE"

Jeepers! It's Simone Biles!

Written by

Bradford N. Smith

DISCLAIMER: This material is non-commercial fan fiction, born out of a lifelong love for the Scooby-Doo franchise, and is available for the public enjoyment of fans only. Any and all characters, settings or other references to the franchise in these scripts belong to WarnerMedia, Hanna-Barbera and any other relevant copyright holders.

scoobydooquy.smith@gmail.com



COLD OPEN

EXT. DESERT - DAY

The Mystery Machine bumps along a dirt road, in the middle of nowhere. Hills, cacti, dirt and tumbleweeds surround them.

INT. MYSTERY MACHINE - DRIVING

Shaggy and Fred sit up front. Shaggy's confused by a map.

SHAGGY

Like, I don't get it. Our turn
should be right here.

FRED

Velma, can you give Shaggy a hand?

Velma leans up front and adjusts the map for Shaggy.

VELMA

You've been holding it upside down.

SHAGGY

Oh. [LAUGHS] My bad.

Daphne and Scooby join Velma.

DAPHNE

Does that mean we're lost?

SHAGGY

I told you this would happen. This
is why I always sit in the back
with Scoob.

VELMA

Look, gang, what's that?

EXT. DESERT - CONTINUOUS

The Mystery Machine stops next to an RV. Smoke pours out of the open hood, hiding the figure trying to work on the engine. The gang gets out.

FRED

Excuse us, do you need some help?

Emerging from the smoke, SIMONE BILES joins the gang.

SIMONE

I do, actually. Thank you.

GANG

Gold medal Olympic gymnast, Simone
Biles?!

SIMONE

Nice to meet you.

Simone smiles.

END OF COLD OPEN

ACT ONE

EXT. DESERT - DAY

The gang stands around Simone Biles. Fred and Scooby look in the hood of her RV, the engine still smoking. Lifting his head out, Scooby has a big beard of smoke.

DAPHNE

What are you doing out here in the desert?

SIMONE

I'm supposed to be meeting up with my team, but the RV had other ideas...

FRED

Looks like the radiator's busted.

SIMONE

I tried to call a tow truck, but there's no service out here.

VELMA

It's starting to get late. Want us to give you a ride into town?

SIMONE

That'd be great! Thanks.

INT. MYSTERY MACHINE - DRIVING

As the sun sets, the gang rides through the desert. Simone works with Daphne, Velma and Scooby on a puzzle in the back.

SHAGGY

Turn here.

FRED

Are you sure?

Shaggy reviews the map, flips it over, then back again.

SHAGGY

Positive.

EXT. DESERT - CONTINUOUS

The Mystery Machine turns onto another dirt road. A sign on the corner points up the road stating: SILVER CITY 2 MILES

A gust of wind blows a tumbleweed away from covering the bottom of the sign to reveal the full sign reads: SILVER CITY GHOST TOWN 2 MILES

EXT. SILVER CITY - NIGHT

The Mystery Machine pulls into the ghost town. Buildings are clearly in shambles and various states of disrepair, as if nobody has been here in decades.

INT. MYSTERY MACHINE - DRIVING

Simone and the gang nervously glance at the surroundings.

SIMONE

This doesn't look good.

VELMA

I've got a hunch we won't find a telephone anywhere around here.

SHAGGY

[GULPS] I hope we don't find anything around here.

SCOOBY

Me too.

SIMONE

What should we do now?

FRED

We better turn around. [TO SHAGGY] Think you can get us back to the last town we passed?

DAPHNE

Oh no!

SHAGGY

I'm not that bad at directions, Daph.

DAPHNE

No, look!

EXT. SILVER CITY - CONTINUOUS

Charging towards the van atop a ghostly black mustang, the MIDNIGHT VAQUERA, ghost of a 19th century Mexican cowgirl, clad in all black, hollers as she twirls a lasso over her head. The Mystery Machine immediately drives backwards.

INT. MYSTERY MACHINE - DRIVING

Flooring it in reverse, Fred is turned, trying to navigate by looking out the back window.

SHAGGY
She's gaining on us!

EXT. SILVER CITY - CONTINUOUS

Tossing her lasso, the Midnight Vaquera catches the van's windshield wipers.

INT. MYSTERY MACHINE - CONTINUOUS

Simone and the gang - with the exception of Fred - go wide-eyed as the Midnight Vaquera pulls her rope.

SIMONE
She's got us!

SCOOBY
Yikes!

Scooby leaps into Velma's arms.

VELMA
Scooby! What are you doing?

She stumbles, unable to hold him in the moving vehicle. They block Fred's view.

FRED
Velma, careful! I can't see!

EXT. SILVER CITY - CONTINUOUS

The Midnight Vaquera rips off the windshield wipers and stops. Watching the van speed off, she turns her horse around and heads back into the ghost town.

INT. MYSTERY MACHINE - CONTINUOUS

Everybody's in a panic. Scooby's scared and clinging to Velma, who can't find her footing, as Daphne and Simone try to help balance her. Shaggy reaches for Scooby as Fred tries to look around them all, out the back window.

SHAGGY
Come on, Scoob! Over here!

VELMA
Scooby!

SIMONE
Careful!

SCOOBY
Relp!

FRED
Move over, guys!

DAPHNE
Freddie, be careful!

Shaggy turns to look out the front window.

SHAGGY
Hey, gang, looks like we lost that
kooky cowgirl.

SCOOBY
We did?

The van calms as Scooby climbs off Velma.

FRED
Thank you!

Finally seeing clearly out the back, Fred yells.

EXT. DESERT - CONTINUOUS

The Mystery Machine crashes into a ditch.

CUT TO:

EXT. DESERT - MOMENTS LATER

Simone and the gang observe the damage.

SIMONE

Sorry, guys.

DAPHNE

It's not your fault, Simone.

VELMA

Doesn't look like we'll be driving anywhere any time soon. And it's getting late.

FRED

Well, that other town's too far to walk to.

SIMONE

And my RV's just as stuck as your van is.

DAPHNE

You know, I saw a steeple in that ghost town, maybe one of us could get a signal at the top.

VELMA

That's not a bad idea.

SHAGGY

Uh-uh. No way. We are not going back there.

SCOOBY

Nope.

Fred pulls some flashlights from the Mystery Machine.

FRED

Suit yourself, but if you're gonna stay behind, can you guard the van?

SHAGGY

[SALUTES] You got it, Fred.

SCOOBY

Good luck.

Simone, Daphne, Velma and Fred walk off.

EXT. SILVER CITY - LATER

Flashlights illuminating their path, Simone, Fred and the girls creep back into the ghost town.

DAPHNE

It sure seems spooky out here.

SIMONE

I'll say. I feel like that ghost's about to pop out at any moment...

VELMA

Well, as soon as we get up to that steeple, we can head out.

They look towards an abandoned City Hall, at the end of the street, with a massive steeple.

SIMONE

Then what are we waiting for? Let's hurry this up.

She picks up her pace, the others follow. Stepping out of a nearby saloon, the Midnight Vaquera watches them.

EXT. DESERT - SAME

Shaggy and Scooby make s'mores over a campfire set up near the Mystery Machine.

SHAGGY

Can you believe it, Scoob? Only took about a million mysteries, but we finally avoided going somewhere spooky to look for a ghost.

SCOOBY

It's about time. [THEN] S'more?

SHAGGY

Don't mind if I do. [LAUGHS]

A bright light hits Shaggy's face.

SHAGGY

Hey, Scoob, cut that out. I can't see my s'more.

SCOOBY

That's not me...

Shaggy shields the light to see a pickup truck arrive.

AUGIE

You boys need some help?

A kindly old rancher, AUGIE, with a whistle in his voice, hops out. Walking to the pair, he takes a look at the van.

AUGIE

Y'all found yourselves in quite a predicament. Call for a tow?

SHAGGY

Not yet. Our friends went into town to try to get a signal.

AUGIE

Funny, didn't see'em on the drive.

SHAGGY

That's because they went up the road that-a-way.

Shaggy points. Augie shakes his head.

AUGIE

Hope not. Silver City's home of the Midnight Vaquera.

SCOOBY

Midnight Vaquera?

AUGIE

Precisely. She's one mean ghost. Been known to bury a man alive just for looking at her.

SHAGGY

Like, good thing Fred went with the girls instead of us then. They'll keep him safe.

AUGIE

Doubt it. She buries the women too. [THEN] But don't you two worry, I'll phone the Sheriff and have a truck out to get you in no time.

He hops back into his pickup.

AUGIE

Just stay out of Silver City and I'm sure you'll avoid the same fate as your friends.

He drives off. Shaggy and Scooby share a concerned gulp.

END OF ACT ONE

ACT TWO

EXT. CITY HALL - NIGHT

Simone, Daphne, Velma and Fred reach the front doors of the abandoned Silver City building. Simone shakes them.

SIMONE
It's locked.

VELMA
Who would lock doors in a ghost town?

DAPHNE
Maybe her!

Daphne points out the Midnight Vaquera, quickly riding her horse in their direction.

FRED
Hurry. Hide!

They split off in different directions. As the Midnight Vaquera arrives, she looks around and directs her horse to move along.

EXT. SILVER CITY - CONTINUOUS

She rides along the various storefronts, glancing into each. As she passes, Simone, Velma, Daphne and Fred each poke their heads up and out of barrels, a water trough and an upright coffin.

VELMA
[WHISPERED] I think she's gone.

They slowly climb out of their hiding spots and Simone gets a whiff of something.

SIMONE
Do you smell that?

FRED
What is it?

SIMONE
I think it's coming from in here.

INT. EMPTY BUILDING - CONTINUOUS

They enter and turn on their flashlights. It's entirely empty.

DAPHNE
I don't see anything.

SIMONE
Something's here. I can smell it.

VELMA
[SNIFFS] Me too. I think it's...
ink?

Quietly, they tiptoe around. Fred bumps something with his foot.

FRED
Get a load of this.

It's a knob. He pulls it, opening a hatch in the floor and revealing a room of large printers.

SIMONE
Printers?

DAPHNE
What's somebody printing way out
here?

FRED
I think a better question is, why
are they hiding it.

Suddenly, the foursome is ensnared by a lasso. They gasp. The Midnight Vaquera stands in the doorway, holding the rope.

EXT. SILVER CITY - MOMENTS LATER

Shaggy and Scooby cautiously walk into town, flashlights in hand (and mouth). Neither are happy to be there.

SHAGGY
What are we doing, Scoob?

SCOOBY
I don't know.

SHAGGY
When has the gang ever needed us to
save them?

SCOOBY

Never.

SHAGGY

Exactly. Never. [THEN] Well, except for that time with the cat creatures...

SCOOBY

Oh yeah.

SHAGGY

... and the pirate clown...

SCOOBY

Don't remind me.

SHAGGY

... or those, like, zombie alligators. [LAUGHS] Wow, I guess we're not totally useless after all.

SCOOBY

We're heroes.

SHAGGY

That's a good way to put it, buddy ol' pal.

SCOOBY

[GASPS] That's her! That's her!

Up ahead, the duo spot the Midnight Vaquera tying her horse to a post and heading into City Hall.

SHAGGY

Oh no. That's where Simone and the gang were headed.

SCOOBY

Heroes to the rescue.

SHAGGY

Let's do it.

They fist bump.

INT. CITY HALL - MOMENTS LATER

Shaggy and Scooby slowly creep about, peering around every corner before proceeding.

Finally, they come across a room where the Midnight Vaquera is seated behind a large table, examining stacks of passports. They whisper.

SHAGGY
See the gang?

SCOOBY
Nope.

SHAGGY
She must be hiding them somewhere.

SCOOBY
Where?

SHAGGY
I don't know, we have to figure that out.

SCOOBY
What's she doing?

SHAGGY
Focus, Scoob. We need to, like, find the others, not worry about the ghost's hobbies.

SCOOBY
What if it's a clue?

SHAGGY
A clue? Scooby-Doo, you've been hanging out with Velma too much. Not everything is a clue.

SCOOBY
It could be.

SHAGGY
I guess, but can we try to do one thing at a time?

SCOOBY
Okay.

SHAGGY
Okay.

MIDNIGHT VAQUERA
Okay.

With fear on their faces, the pair slowly look up to see the Midnight Vaquera looming over them.

SHAGGY
[NERVOUS LAUGH] Don't mind us. We
were just leaving...

SCOOBY
Good bye.

They start to tip toe away, but the Midnight Vaquera yells
and they quickly run off.

EXT. CITY HALL - MOMENTS LATER

Shaggy and Scooby burst out the front doors and leap onto the
Midnight Vaquera's horse.

SHAGGY
Hyah! Hyah! Let's go!

The horse turns to look at them and lets out an angry whinny.

SCOOBY
[SHEEPISH LAUGH] Sorry.

It bucks the pair off. The Midnight Vaquera exits City Hall
and leaps onto the horse to give chase.

EXT. SILVER CITY - CONTINUOUS

Shaggy and Scooby run as the Midnight Vaquera gains on them
with ease. She throws her lasso at them, but the duo
repeatedly duck, dodge and leap in and out of it, like a pair
of trick ropers.

They dive into the SALOON and the Midnight Vaquera abruptly
stops her horse, skidding past the doors.

INT. SALOON - MOMENTS LATER

The Midnight Vaquera kicks open the saloon doors and is
stunned to find Shaggy, behind the bar, dressed like an Old
West bartender. He shines a mug.

SHAGGY
Howdy, Midnight. I reckon you're
looking for a sarsaparilla. Take a
seat and I'll pour you a glass.
[THEN] Ol' Scooby, how's about you
play her a little something?

SCOOBY
Yesiree.

Scooby, dressed as an Old West piano player, starts up a tune. Confused, the Midnight Vaquera takes a seat at a table. Shaggy brings her a drink. She searches her pockets.

SHAGGY

Don't you worry, it's on the house.

Stomping through the saloon doors, Scooby's now dressed as a sheriff.

SHAGGY

[GULPS] It's the sheriff.

The Midnight Vaquera looks over at the piano, which is now playing itself. Scooby approaches her.

SCOOBY

Midnight Vaquera.

He spits into a spittoon across the room.

SHAGGY

You got a lot of nerve coming in here, sheriff!

SCOOBY

Oh yeah?

SHAGGY

Yeah!

SCOOBY

Oh yeah?

Scooby spits on the floor.

SHAGGY

Midnight, you ain't gonna let this dirty lawman disrespect my saloon like that, are you?

The Midnight Vaquera's confused. Shaggy helps her to her feet.

SHAGGY

Come on! Time for a showdown. Outside!

EXT. SILVER CITY - CONTINUOUS

Shaggy adjusts the Midnight Vaquera to face one way. Scooby stands against her back, faced the other way.

SHAGGY
Fifty paces. Ready?

She nods. So does Scooby.

Uh huh.

SCOOBY

They both start taking steps apart.

SHAGGY
One -- Two -- Three -- Four --

Shaggy starts to trail off. The Midnight Vaquera walks a couple more steps before turning around. The pair are gone.

INT. JAIL - SAME

Simone, Velma, Daphne and Fred are together in a small jail cell. Fred runs a cup along the bars.

Help! DAPHNE SIMONE
Anybody!

VELMA
It's no use. We're the only ones
out here.

FRED
And these bars are solid iron, so
we're not getting out without that
key.

REVEAL: A key hangs on the wall opposite the cell.

DAPHNE
How far do you think that is,
Velma?

VELMA
Eight feet, maybe. Why?

DAPHNE
Perfect! Everybody take off your shoes.

What? SIMONE

DAPHNE
Velma says it's eight feet and
that's exactly how many we've got.

DAPHNE (CONT'D)

If we tie all our socks together,
maybe we can lasso that key and
break out of here.

FRED

Great idea, Daph!

They all start taking off their shoes.

CUT TO:

LATER

The sock rope falls short of the key. Fred pulls it back.

VELMA

It's not long enough.

FRED

If we just had another foot...

The girls look at Fred.

FRED

What? [REALIZING] No. I can't do
that. I won't.

DAPHNE

Freddie...

CUT TO:

LATER

Fred sits on the cell cot, arms crossed in frustration.

REVEAL: Fred's ascot tied to the end of the sock rope. Daphne
tosses it out and barely misses the key.

DAPHNE

Almost...

SIMONE

You're so close!

Daphne reels it back in.

DAPHNE

Here we go.

Tossing the rope back out, she catches the key. The girls
cheer.

DAPHNE
I got it!

 VELMA
Reel it back.

Daphne slowly starts tugging it back.

 VELMA
Careful... careful...

It stops.

 SIMONE
What happened?

 DAPHNE
It's stuck on something.

She tugs, but the ascot (and key) are caught on a nail in the floor.

 DAPHNE
I can't get it...

She tugs extra hard, tearing the ascot and sending the rope flying upwards. Fred panics as he rushes to the bars and drops to his knees, arms stretched out for his torn ascot.

 FRED
No...

 VELMA
Well, at least I can have my socks back. Daphne?

 DAPHNE
Yeah?

 VELMA
Where are the socks?

They look up. The sock rope's looped over the top of the cell bars.... as in there's no roof on the cell, just an open space between the top of the barred wall and the ceiling.

 SIMONE
Oh my gosh. This is perfect.

 VELMA
What do you mean?

SIMONE

Fred, think you could stay there
for a second?

Fred, hunched over, face on the floor, doesn't look up.

FRED

Uh huh.

SIMONE

Stand back.

The girls step aside as Simone hurries to the opposite wall of the cell. She takes a breath, then runs towards Fred. Leaping into a series of flips, she springboards off Fred, over the cell wall, and lands on the other side.

SIMONE

Ta da!

Daphne, Velma, and even Fred, applaud. She bows.

SIMONE

Thank you.

Simone uses the key to open the door. Fred immediately retrieves his ascot. Shaggy and Scooby can be heard screaming in the distance.

DAPHNE

That sounds like Shaggy and Scooby!

Shaggy and Scooby run past the window.

SIMONE

I think you're right.

END OF ACT TWO

ACT THREE

EXT. SILVER CITY - NIGHT

Simone, Velma, Daphne and Fred - his ascot torn - walk along the storefronts.

VELMA
Shaggy? Scooby?

DAPHNE
Scooby-Doo, where are you?

SIMONE
How are we gonna find them? They could be anywhere.

DAPHNE
I think I know...

She pulls out a box of Scooby Snacks.

SIMONE
What are those?

DAPHNE
A brand new box of Scooby Snacks.

The sounds of the new box being opened attract Shaggy and Scooby immediately.

SCOOBY
Scooby Snacks?

SHAGGY
Scooby Snacks?

VELMA
There you guys are.

Munching on the snacks, the two suddenly realize the gang's there.

SHAGGY
Oh. Hey, we found you!

FRED
I thought you were waiting by the van?

SHAGGY
We were, until we heard the Midnight Vaquera would bury you all alive.

SIMONE
Midnight Vaquera? Is she the ghost?

SHAGGY
Yeah, and she's been, like, working
on something in City Hall. Scoob
and I saw her.

VELMA
Working on what?

SHAGGY
Gee, I don't know. We were busy
looking for you guys.

Scooby hands Velma a passport.

SCOOBY
It was this.

VELMA
Jinkies!

SHAGGY
Oh yeah, she had a whole bunch of
those.

VELMA
Great work, you two. This is all
the clue we need.

SHAGGY
It is?

SCOOBY
Told you so.

SIMONE
What does this mean?

VELMA
It's time to trap the Midnight
Vaquera.

The gang looks to Fred.

FRED
Can you guys do this one without
me? I really -- [SNIFFLES] -- this
day's been really rough.

He gently caresses his torn ascot, like one would hold a
wounded bird.

SIMONE

You know, I might have an idea...

Simones smirks.

CUT TO:

INT. CITY HALL - LATER

The Midnight Vaquera inspects passports. Shaggy and Scooby cockily step into the doorway, faces covered, dressed like Old West bank robbers.

SHAGGY

All right, you no-good, lily-livered vaquera... this is a stick up!

SCOOBY

You're coming with us.

Shaggy lifts his mask, revealing his face.

SHAGGY

No she's not, Scoob. We're supposed to be robbing her.

Scooby lifts up his mask.

SCOOBY

Sorry, Shaggy.

SHAGGY

That's okay. Let's try it again.

SCOOBY

Okay.

They lower their masks and turn back towards a very confused Midnight Vaquera.

SHAGGY

All right, you no-good, lily-livered vaquera... this is a stick up!

SCOOBY

Give us all you got!

Shaggy turns to Scooby.

SHAGGY

Much better.

SCOOBY

Thank you.

The Midnight Vaquera yells at them, grabbing her lasso and knocking everything out of her way as she runs at them.

SHAGGY

Zoinks!

They run out of the room.

EXT. SILVER CITY - DAWN

The Midnight Vaquera runs into the center of the street. Suddenly, upbeat music blares across the town. She glances up the road, where Simone stands, posed in the distance.

Like *The Good, The Bad and The Ugly*, we see a flash of the Midnight Vaquera's eyes looking up the street, then a flash of Simone's eyes. She winks.

The Midnight Vaquera whistles and her horse rushes up. She leaps on and rides towards Simone. But as the music picks up, Simone begins a gymnastics routine, running, leaping, cartwheeling and traversing all across the road.

The Midnight Vaquera readies her lasso, but with each attempt to catch Simone, the gymnast leaps and flips out, over or away. The more this happens, the more frustrated the Midnight Vaquera gets.

Eventually, the Midnight Vaquera is spinning her lasso so much, so recklessly, that it gets tangled around her and her horse. Simone finishes her routine and throws her hands up, just as the Midnight Vaquera and her horse, completely wrapped in her own lasso, fall to the ground.

CUT TO:

EXT. SILVER CITY - LATER

FEDERAL AGENTS collect evidence from the various buildings. One agent stands with Simone and the gang.

AGENT

Good work, kids. We've been after
Lonewolf Lopez and her passport
counterfeiting ring a long time.

Agents lead the handcuffed Midnight Vaquera, unmasked to be the brunette criminal, LONEWOLF LOPEZ, into a police car.

Another pair of agents lead her horse, also handcuffed (or hoof-cuffed), into a trailer.

AGENT

Who would've thought that she was out here pretending to be the Midnight Vaquera. Unfortunately, it looks like she may have only stored the passports here and had them printed off site.

SIMONE

Actually, I think you'll find all the printers underneath one of the empty stores.

AGENT

Under?

VELMA

There's a hidden hatch in the floor.

AGENT

Genius.

He runs to tell the other agents.

SIMONE

I guess this means we'll both be able to get some help with our car troubles.

DAPHNE

I sure hope so.

SIMONE

The only thing I don't understand is how the police knew to come here if none of us ever called for help.

VELMA

I was thinking the same thing.

Augie arrives, slapping Shaggy and Scooby on the backs, a little too hard.

AUGIE

Hoo-wee, look at you boys! Survived that Midnight Vaquera after all.

VELMA

Do we know you?

AUGIE

Nope! Met these two on the side of the road by their van. Told'em to stay put while I got help, but I guess you can't keep these two out of danger, huh? A regular pair of daredevils.

SHAGGY

[NERVOUS LAUGH] That's us.

DAPHNE

Are you sure you're talking about Shaggy and Scooby?

AUGIE

Yesiree. Soon as they said their friends came up to Silver City, I told'em to stay as far from here as possible, but wouldn't ya know it, that's all they needed to hear to come charging in themselves.

SCOOBY

Exactly.

VELMA

So you two have been fearless this whole time?

SHAGGY

I mean --

SCOOBY

I wouldn't say --

AUGIE

Precisely! I tell ya, if y'all ever need somebody to run into danger, you send these two boys.

He slaps them on the back again.

DAPHNE

[CHUCKLES] We'll have to remember that during our next mystery.

VELMA

Maybe we can just send you two in to catch the monster. [THEN] What do you think, Fred?

FRED

I could use a vacation.

Shaggy and Scooby share a look.

SCOOBY
Coward?

SHAGGY
Cowards.

The two run away screaming. Augie's baffled.

AUGIE
Now isn't that the strangest thing?

VELMA
Not if you know them.

Simone and the gang laugh as Shaggy and Scooby run off into the sunrise.

END OF SHOW